The Sims Advance
Design Doc
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GAMECUBE LINK **41**

Overview

Game Summary

The Sims Advance is a unique game that incorporates the best elements from the best-selling games *The Sims* (as well as its PS2 incarnation and PC expansion packs), but shrinks it down to a portable scale, while incorporating brand-new, never-before-seen adventure elements. For the first time, the player will be able to directly control his or her Sim, freely explore the SimVillage, meet its inhabitants, and unlock new areas and items.

The player controls a single Sim in The Sims Advance. Everyone else, from the colorful shopkeepers, ornery roommates, and strange neighbors, is controlled by the AI Simulator.

The Setup

The Sims in the ***Sims Advance*** are a hipper, cuter crowd. As a newcomer to the SimVillage, the player must meet friends, find a job, and improve his skills – all the while earning enough money to buy cool stuff and *"upgrade and build out"* his living space.

Game Structure and Style

Like previous incarnations of *The Sims*, the primary gameplay mode is *live mode*. In this mode, the player moves his or her Sim in the environment – directly using the D-pad – and interacts with objects and people along the way. The player is always racing against his motives to keep his Sim happy as time speedily flies by, as he goes on various missions and quests.

New to the ***Sims Advance*** is *minigame mode*. The game includes 10 minigames, each linked to a career, that require button-mashing and quick reflexes to get a reward.

Also new to the ***Sims Advance*** is *conversation mode*. Here, gameplay "zooms in" so a player can control his conversation more directly, as well as see a good portrait of the Sims involved. A spinoff of conversation mode is bargaining, where the Sim can bargain with merchant-type characters to get better deals on items and furniture.

Winning the Game

The ultimate goal of the game is to advance to the biggest, best manor in the village, acquire all the items, and establish great relationships with the inhabitants of the village. Once this is done, the player is allowed to visit vacation island… a vacation home where he can store additional stuff, and acquire new items.

The core gameplay is separated into *six* "missions." Completing a mission will unlock new items and gameplay features. Finishing the last mission wins the game, but still allows the player to explore the environment freely.

From VA: The ultimate goal of The Sims Advanced is to be able to move into the biggest house on the block, the mansion.
If you can do this while maintaining "X" numbers of friendships, and unlocking all of the mansion level objects, then you are offered a trip to Vacation Island where the Sim is allowed to Store personal items, and acquire new rare items to take back home and share with other Sims.

Design Philosophy

Sims Focus. Buy, build, live. The game's top priority is to feel like the *Sims*.

Lots to Do and Constant rewards. Everything in the game should provide a reward for the player. Sometimes, this reward will be something physical – like a new item to buy or area to explore. Other times, the reward is visible or aural – a funny animation or a cool new jingle.

Replayability is also a key function, which largely comes from the constant rewards system. Hidden maps, characters, and rare items will make players keep coming back for more, and want to discover every aspect of the game.

Streamline! The GBA is a unique platform owned by a unique audience. As such, the gameplay is more linear and "adventure-like" than previous *Sims* incarnations.

Gameplay Modes

The Sims Advance has several different modes:

Create-a-Sim

This mode is probably the first thing the player sees. He can create his Sim, designing his personality, gender, and look.

Live Mode

This is the core mode of the game. For the first time, the player controls his Sim *directly*. He can freely explore, use items, manipulate his environment, and communicate with others.

Conversation Mode

This occurs when a player talks to an NPC. The screen "zooms in" to feature a conversation between the two Sims, where the player can "play" his conversation using different actions.

Auction Mode (The Stores)

This buy mode occurs when the player chooses to buy something in a store. He will see a catalog of the available items, their functionality, and price. Purchased items go into the player's pockets, if he has room. Likewise, the player can sell items from their pockets.

All buying and selling is handled via the Auction Interface (see p.38)

Minigames

Each of the 10 jobs has a minigame associated with it. They serve to break up gameplay, and give the player the opportunity to do better at work and earn more money. Furthermore, there are two unlockable minigames.

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CONTROLS

The Sims Advance has a different control scheme than previous incarnations of the game to allow the player to control his Sim directly.

D-PAD: Walk. Unlike previous versions of the Sims, the player directly controls his alter ego.

START: Pockets. Sims can carry up to 8 items in their pockets. Despite the constraints of reality, items include anything ranging from furniture and appliances, to paintings and chocolates.

SELECT: Options screen. This screen also shows an overview map of the SimVillage, as well as the Goal Screen which sums up the player's mission objectives.

A BUTTON: Use. This is the catch-all button for using an object or talking to a person. The Sim must be in the correct orientation as well as close enough to the object for it to be logically used.

After pressing this button, a dialogue may pop up with various options (e.g. Watch TV, Change Channel, etc) – if it has multiple options. Pressing the A Button again on the action will cause the Sim to use it.

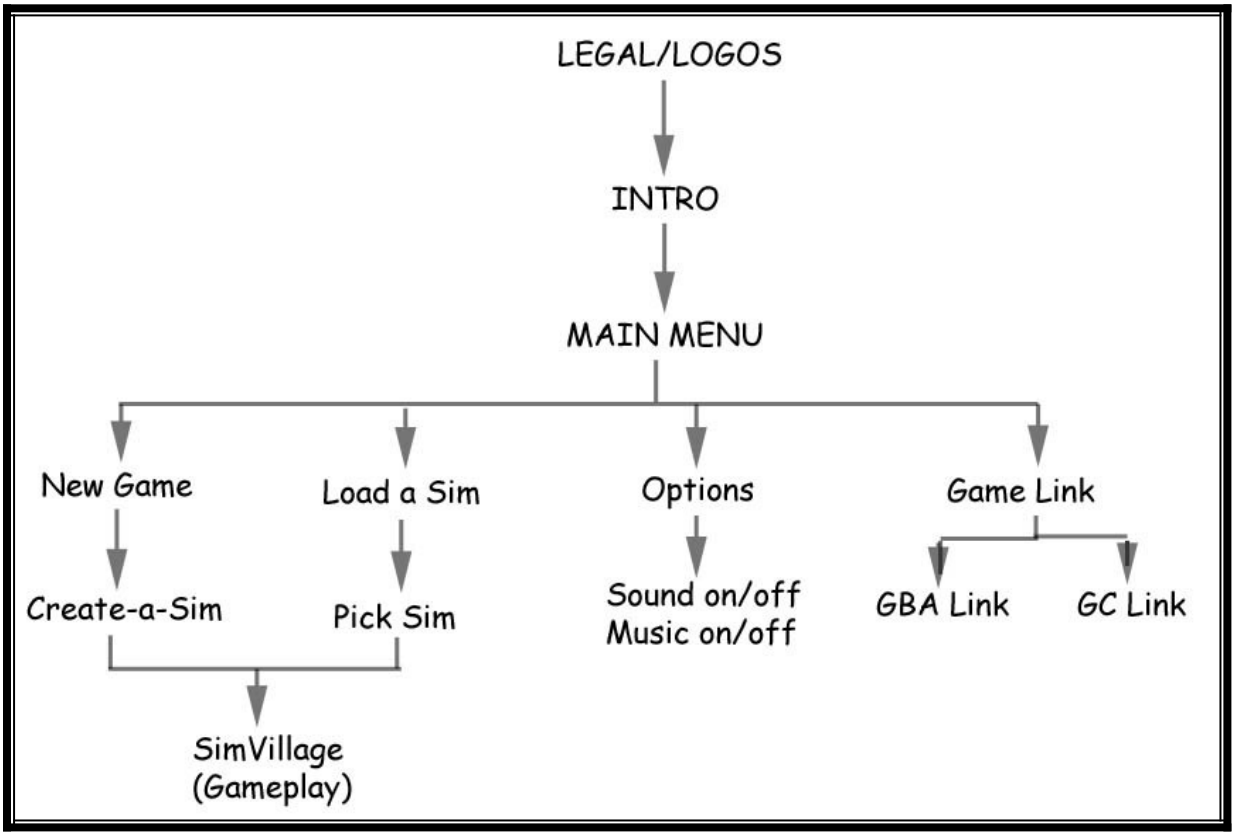
One additional dialogue is often available – Pocket – which picks up the object and places it in the character's pockets.

B BUTTON: Manipulate/RUN. This button allows the Sim to grab on to a moveable object and manipulate it. While holding down this button, movements of the D-Pad will either slide the object (forward and backward) or rotate the object (left or right). If the Sim is not near an object, he will run while this button is held.

L BUTTON: Toggle Motives. This button toggles the HUD (Needs) screen on and off.

R BUTTON: [TBD]

MENU FLOW



Definitions:

Legal/Logos – Typically, legal screen, EA logo, Maxis logo

Main Menu:

New Game – Starts a new Sim character. If not enough slots on the eeprom are available, it will ask to overwrite one.

Load Sim – Loads an existing character. If enough space is allotted on eeprom, then the player will choose one of his or her Sims.

Options – Standard GBA Options screen

Game Link – Connectivity to GBA or Gamecube.

Exit Game (part of Main Menu once in Game) – Will ask if you want to save the game before exiting, it defaults to NO, if you say no, it will warn you that you are about to exit without saving, user hits OK, and then just go back to the Main Menu.

Save Game (part of Main Menu once in Game) – Let's you save the game and then go back to the same place you left off without starting over.

Create-a-Sim – Allows the player to create and customize his Sim. See Create-a-Sim section,
p.09.
Pick Sim – Load game screen. This will only exist if there is enough memory to save multiple
sims.

CREATE-A-SIM

This feature is a streamlined version of the create-a-sim mode that appeared in the Sims PS2 version. The player designs his Sim's look, personality, and gender.

Interface

The interface will allow the player to change their Head/Hair, Skin Tone, and Outfit Color. If enough space is allocated on the memory cart, women may choose between pants and a skirt.

We will have a pre-set amount of textures for shirts, pants and skirts, the user will then be able to palette cycle letting them get a higher degree of creativity in their Sim.

These outfits will be similar to those in the Game Cube so they will be able to transfer across with some similarity.

The Hairstyles should also match the GC as much as possible to make the look seem transferable.

The Sign

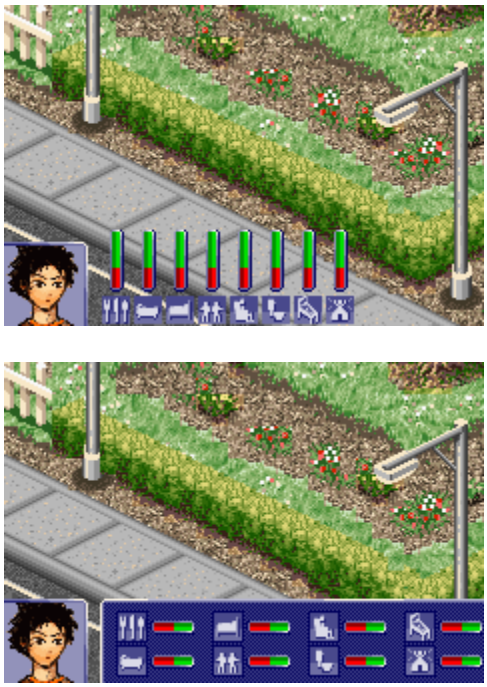
Like previous versions of the Sims, your Sim will have an astrological sign attached to him or her. This provides an added bonus in the Sims Advance.

Each sign has one bonus item associated with it. Only players of that sign will be able to find it in their game. If other players want it, they have to trade for it using the Game Boy Advance Link Cable!
Perfect!

Sign	Bonus Item
Aquarius	TBD
Aries	TBD
Cancer	TBD
Capricorn	TBD
Gemini	TBD
Leo	TBD
Libra	TBD
Pisces	TBD
Sagittarius	TBD
Scorpio	TBD
Taurus	TBD
Virgo	TBD

HUD (UI)

The HUD of the game will be based on the PS2 model, utilizing the L Button to “scroll” the Need screen on and off.



The icons are easier to read with the background.

Notable differences (due to direct Sim control) include:

- Lack of a queue
- Lack of a cursor

Important On-screen Data

When can we see a mock up of this? Will this part of the HUD always be on screen?

Simoleons – Money!

Time – What time it is in the game world. Because the game world is larger than previous Sims games, time passes more slowly in the GBA version.

Needs – *Overall Mood Bar* – The standard Sim needs, which degrade over time:

Bladder
Fun
Energy
Hunger
Social

Room
Comfort

Mission Structure

The GBA game is broken down into six, open-ended "missions." Only by completing all the goals in the first mission can the player progress to the next.

As reward for finishing each mission, the player moves out of his old digs and into a new living space.

Living Spaces

The proposed progression of living spaces is:

1. The Barn

It's cheap, smelly, and has llamas and chickens living next door. But your uncle offered it to you for nothing, and it's fairly close to a small little general store.

Starting Items: TV (broken), bed, couch, shower (broken), phone

the broken item should be the refrigerator, right? He needs to buy a shower?

Secrets: Moving the couch reveals some money.
Working on the tractor long enough earns you some money
Antagonizing the chickens results in death-by-chicken.
You can sell the white llama to Daddy Bigbucks for some "magic beans"

Really? I thought the Llamas were not objects?

Goals: 3 (Since this is a "tutorial level" there are only three main goals). Finishing all three results in the Moving Goal becoming available.

Goal #1: Fix up your Place
- Repair the TV
- Repair the refrigerator
- Buy a shower

Can you outline how they will achieve each of the goals? How do they get the necessary skills to fix the Frig and TV, they need a book shelf or need to fix tractor first in Goal #2, right? Do they have some cash to buy things, or do they need to Earn it first? I think maybe parts of Goal #2 should move to Goal #1

Goal #2: Earn some spare cash from Uncle
- Work on the tractor (increases Mechanical)
- Find his missing chickens
- Deliver Uncle's old couch to the Biker Bartender
- Mow Uncle's Lawn (Lawnmower minigame)

How will the user find the chickens? Where will they be hiding? Cool concept, just need more detail. If the Uncle's Couch is not an object, how will you pick it up and place it, jut need more detail.

Goal #3: Clear the Biker's Roadblock
Calm the Biker (Relationship 30)
Find the missing gasket
Fix the Biker's bike

The user will need mechanical to fix the Bike, gotten at tractor and by fixing the frig and TV. Again, where are we hiding non-objects in non-moveable object locations?

Moving Goals:
1 Friend (probably Uncle)
Earn $2,000 for rent
Find Uncle a good thank you gift

I love the gift, where would he find it?

2. The Clock Tower

Why live in a clock tower? Because it's spacious, cool, and centrally located. A large balcony offers lots of places to throw parties… where everyone in town can see you.

Starting Items: Phone
Secrets: TBD
Goals: 5

Goal #1: Score a Fishing Job (Fishing minigame)
Impress the fisherman (Relationship 40)
Mechanical 1
Buy a fishing pole
Find a good fishing book
Would the book be at the trinket shop?

Where will you buy the fishing rod? I was thinking that this would be on the dock and you could just use it? If this is something that you can buy and place in inventory, would you then be able to take objects out of inventory and use anytime?OR, would you buy this object and then just leave it on the Docks? Would you not already have a Mechanical of 1 from the Level before? Impressing the fisherman will be with the amount of fish you catch, cook and then offer him, right?or uncooked ?Fish are a gift and if you have this gift, then when you use the grill you get a new option on the Grill for cook fish, right? You would get higher hunger satisfaction from this, right? Are you thinking that the dock will be a place to go and work – minigame as well as just use the object for fishing, to show a fishing animation? This works, just need more details. I think the user should be able to fish off of the dock as well as play the fishing min-game. Maybe you only get the Mini-game if you have impressed Salty-Sam and he offers you a fishing job.

Goal #2: Get a Gym Membership (Weightlifting minigame)
Body 2
Impress the Gym Guy (Relationship 40)
Pay the $200 membership fee
I am now assuming that you will not be able to get body machines at home, this is OK, I just want to make sure.

Goal #3: Find the Secret Basement
Find the key to the trapdoor
Repair the hinges of the trapdoor
Where is the secret Basement, What is in it? What is the purpose of going in it?

Goal #4: Open the Condemned Nightclub
Find the original owner
Convince the cop who closed the club to let it be reopened (Relationship 40)
Pay the back taxes ($1000)
If you pay the taxes, what does this do for you as a player, just open up the new place and let you participate in the band mini-game? New Social opportunities? Is this the only place for drains, or are we going to have bills for the house that you live in?
Distribute 10 flyers
Would you give these to Sims?
Goal #5: Acquire the Vespa
Befriend the Biker
Give the special Barley Bike hood ornament to the Biker
Where is this hidden?
Pay $500 to get the Vespa out of the impound lot
Perfect!

Moving Goals:
2 Friends
Earn $5,000 for rent
is this a one time fee?What jobs will be open at this point for you to be able to get money?

3. Seashore Condos

Ah, this is better. Located near the beach, these condos offer lots of customizability and friendly neighbors. One story only, however.

Goal #1: Throw a Party in the Nightclub
Gain Popularity 40

Find the legendary book – “Rad Parties of the Century”

Where do you find this?From another Sim or in a store or under something in the Condo?

Order Food for the Party (Relationship 50 with the Cook)

Other Goals? Successful Bull riding.
Get New Job, play a new min-game successfully?
Get advancement in job?

4. The Simple House

These small houses are broken down, a bit ugly, and need a lot of work. They do have a tiny yard, however, and are centrally located to the downtown area. A good value for a first time homeowner.

Make X amount at an auction, Beat Daddy Warbucks? What are the Goals here?
What is the moving goal?

5. The Manor

This esteemed house is right on the beach, with a spacious backyard to boot. Lots of room for guests, parties, and more.

Goal #1: Erect a Statue of Yourself in the Square
Hire a sculptor
Collect 300 aluminum cans
Popularity 70

Is the Sculptor a New NPC? I did not see him in your list. Would you need creative skill as well to be able to do this?

Moving Goals:
Friends 10
Earn $25,000 for the yacht

I like that you will “OWN” the Yacht, it will show up off of the Dock, right? Again, what are the full set of goals here?

6. Vacation Island

This is the ultimate goal in the game – relocating to the Vacation Island paradise. There are no missions or goals here, though the player does have access to a wonderful vacation house where he can store extra belongings.

I love the ability to store things here? What will be the interactive objects here? All motives need to be able to be satisfied.

I think you should be able to collect really cool gifts that you can then take back to your Sim friends and really boost the levels so you can unlock some

of the toughest objects from these guys that they otherwise would not give you base don personality differences.

The World (aka SimVillage)

The world of the ***Sims Advance*** is entirely free-roaming. Players can explore at their own pace, though new areas will open up as the game progresses. There are 25 core locations, divided into six main areas:

Farm Country

Location	Mission Availability						Type	Description
	1	2	3	4	5	6		
The Barn	Y	N	N	N	N	N	House	The first living space
Uncle's Farmhouse	Y	Y	Y	Y	Y	Y	Rec	Where Uncle lives
General Store	Y	Y	Y	Y	Y	Y	Store	Buy simple stuff
Biker Hangout	Y	Y	Y	Y	Y	Y	Rec	Chatting, buy dinner
The Pet Shelter	N	Y	Y	Y	Y	Y	Store	Buy pets

The Town Center

Location	Mission Availability						Type	Location/Description
	1	2	3	4	5	6		
The Clock Tower	N	Y	N	N	N	N	House	Cool place to live (level 2)

The Gym	N	Y	Y	Y	Y	Y	Rec	Work out
The Park	N	Y	Y	Y	Y	Y	Rec	Outdoor activities
The Hospital	N	Y	Y	Y	Y	Y	Job	

The Beach

Location	Mission Availability						Type	Description
	1	2	3	4	5	6		
The Shore	N	Y	Y	Y	Y	Y	Rec	Partying, outdoor activities
Seashore Condos	N	N	Y	N	N	N	House	
The Docks	N	Y	Y	Y	Y	Y	Rec	
Fish n'Chips Stand	N	Y	Y	Y	Y	Y	Store	
Pappy's Restaurant	N	Y	Y	Y	Y	Y	Job	

The Strip

Location	Mission Availability						Type	Description
	1	2	3	4	5	6		
Nightclub	N	Y	Y	Y	Y	Y	Rec/ Job	Dancing, chatting
The Comedy Club	N	N	N	Y	Y	Y	Secret	Stand-up night minigame
The Big Store	N	Y	Y	Y	Y	Y	Store	More stuff
Country Western Bar/Rest (cheesy themed)	N	Y	Y	Y	Y	Y	Rec	Dancing, partying
The Steam Tunnels	N	N	Y	Y	Y	Y	Secret	Secret place to travel between locations
Chem Lab (strip)	N	Y	Y	Y	Y	Y	Job	

The Residence Hills

Location	Mission Availability						Type	Description
	1	2	3	4	5	6		
Simple House	N	N	N	Y	N	N	House	
The Van	N	Y	Y	Y	Y	Y	Store	"Hot" items
Trinket Store	N	N	Y	Y	Y	Y	Store	Knicknacks, gifts, and decorative stuff
The Manor	N	N	N	N	Y	N	House	Big house.
The Haunted Shack	N	Y	Y	Y	Y	Y	Secret	Lair of the ghost!

Moving Around the World

Walking

Except in the first mission, where only the first area is available (Barn, Uncle's House, Biker Bar, General Store), the world can be explored freely via walking or running.

Steam Tunnels
Once the player has opened the Steam Tunnels, he can enter any manhole and instantly “teleport” between locations via a scaled down steam tunnel level.

The Vespa
Once the player has acquired the Vespa, he can speed around town on it – but only on streets!

Conversation Screen

New to the GBA version of the Sims is a close-up conversation mode. This allows the player to get a good view of the Sims up close, and better interact with other Sims.

There are several parts to this screen:

NPC Portrait – The closeup of the NPC. The NPC will have seven visible moods:

Angry	Surprised
Disappointed	Confused
Neutral	Happy
Ecstatic	

Dialogue Box – This box represents the player's dialogue. All of his dialogue choices are presented here, and he uses the cursor to pick a statement. This screen may scroll up and down, depending on the number of choices (typically around 5).

After choosing a dialogue option (a Social), the player either sees a line of dialogue associated with it, or gets a graphical reward. For example, on a kiss, the screen would be puckered with lip marks, and the NPC would show pleasure or pain.

Dialogue Bubble – This bubble is for the NPC Sim. It only appears when the NPC has something to say.

Emotion Bubble – This bubble appears to help facilitate NPC communication. Certain thoughts and feelings appear graphically in this bubble.

NPC Relationship – This indicates the NPCs overall relationship to the player.

Player's Mood – Overall mood of the player's Sim.

The Conversation Game

(aka How To Fake Socials on the GBA and Make It a Fun RPG-Puzzle Game)

We need to really outline all of the options, links and unlocking of the social game. I would like to understand this sooner than later.

The social game in the Sims Advance is a modified and simplified approach to the one seen in the Sims PS2 and PC. It has been modified to better take advantage of the genre of game (Sims meets adventure game) as well as to accommodate the GBA's limited hardware.

The Encounter

When the player encounters an NPC, the game generates 5 possible interactions from the Basic Social List in the table below (p.00). If the player is in an emergency state with one of his needs (except Social), he will not be able to talk to the NPC ("Sorry! Can't talk now… gotta go the bathroom!").

Each of the actions is represented by a line of dialogue that gives the player a basic idea of what the action entails. Each NPC in the game has 15 dialogues appropriate to each Social, 3 for each mission. For example, Salty Sam would have 15 different Jokes associated with him. This approach ensures the writing in the game stays fresh.

The fifth interaction is always Say Goodbye, which ends the conversation.

For example: The PC talking to a beach girl:

Choice	Dialogue	(Action)
1	You don't smell too bad for a fat girl!	Insult
2	I once asked God to make me less brilliant. I guess not all prayers are answered.	Brag
3	What's that in your eye? Oh...it's a sparkle.	Flirt
4	Care for a kiss on the cheek?	Kiss -

		Friendly
5	Bye, babe.	Say Goodbye

Once an interaction is used, it may adjust the subject's Relationship score positive or negative. The interaction will be replaced by another random one.

Feedback/Response

Some Socials have a graphic effect, others have an audio effect.

NPCs always react to the interaction with some kind of response (graphical change in face, graphical thought bubble, and/or audio response), and an indication of the new Relationship rating on the Relationship meter.

Sometimes, the NPC will react with text. This can be a hint, a mission, or just a funny response.

Metagame Rules - Positive

A Nice Gift

If the player has a Relationship 70 or more with an NPC, there is a 10% chance each day the NPC will give the player his special gift.

Learning a New Social

If the player has a Relationship 50 or more, the NPC will teach him his own personalized Social, which is then added into the "pool" of available socials.

Waving Hi

If the player is friends with an NPC, he will automatically wave at the player when he sees him in-game.

Metagame Rules - Negative

Relationship Attrition

Each day, a person's relationship to the player will drop 0-3 points, randomly.

Repetitive Annoyance

If you ever use the same type of action on an NPC in a row, they have a cumulative –1 to the reaction.

The Silent Treatment

If the player ever *insults* the Sim (relationship drops by 5 or more at once), the NPC ends the conversation and won't talk to the PC for a whole day. If it drops by 10 or more at once, he won't talk for 2-3 days!

Prank Calls – *Love this!*

If an NPC has a relationship of 5 or less, and Playful of 5 or more, he will Prank Call the PC. Each hour that passes in the house, such an NPC has a 10% chance of prank calling the player (max one per day). This will wake the Sim at night!

Vandalism

If an NPC has a relationship of 0, and Outgoing of 5 or more, he may show up and break one of the player's possessions while the player is gone, turning it into a pile of rubble. He will leave a nasty note (the player never actually sees this.) This is, fortunately, very extreme and very rare.

Look! The Moon! – *Ditto, like this!*

When the player has a poor relationship (10 or less) with an NPC, the NPC will give him a rude gesture or actually moon the player whenever he sees him in-game.

Basic GBA Socials

Action	Grumpy	Mean	Bubbly	Happy	Normal	Crazy	Rich
Annoy	-6	-10	0	-2	-3	+1	-5
Apologize	+1	-3	-1	+2	+1	-2	+1
Brag	-5	-6	0	+1	0	+1	+1
Call Name	-5	-10	-3	-1	-2	+1	-1
Cheer Up	+1	+1	+1	0	+2	-1	+1
Complain	+1	+1	-2	-2	-1	0	+1
Compliment	0	-1	+2	+2	+2	+1	+3
Entertain -- Joke	-1	-2	+3	+2	+1	+3	-1
Flirt	-3	-3	+2	+2	+1	+1	+2
Give Gift*	-1	-1	+1	+1	0	0	-2
Help	**	**	**	**	**	**	**
Insult	-1	-3	-5	-3	-3	+3	-5
Intimidate	+1	+2	-2	-3	-5	0	-5
Say Goodbye	N/a	N/a	N/a	N/a	N/a	N/a	N/a
Talk -- Gossip	+1	+1	+2	-2	0	0	+3
Talk -- Interests	+1	+1	+1	+2	+2	0	0
Talk – Tell Secret	-1	-1	+2	+1	+1	+4	+3
Tease	-3	-5	+1	0	0	-3	-3

We need to Add, SLAP, FIGHT, FART

Basic GBA Socials (Rejectable)

Action	Grumpy	Mean	Bubbly	Happy	Normal	Crazy	Rich
Hug (+15)	+2	+1	+4	+3	+2	+2	-2
Kiss – Friendly (+5)	+1	-3	+3	+2	+2	+2	+3
Kiss – Passionate (0)	+1	+5	+5	+5	+5	+5	+5
Tickle (+10)	-5	-5	+3	+2	+1	+4	-5

Modifiers

Personality: For each Personality trait that matches the Sim (for example, if Playful matches Playful), the sim gets a +1 to the result. For each Personality trait 3 or more apart, the player gets a –1 to the result.

Notes:

* +1 / $100 of the gift

** % chance of an errand = to relationship %

???I am confused?an errand?

Rejection

Chance of Rejection (which results in an immediate –5 relationship) = relationship % + the modifier based on the social.

Hidden GBA Socials

Action	NPC	Grumpy	Mean	Bubbly	Happy	Normal	Crazy	Rich
Fishing Story	Salty Sam	+1	-3	+1	+2	-1	+2	+1
Show Muscles	Gym Guy	0	0	+1	0	-1	+1	-1
Dirty Joke***	Biker	+3	+4	0	+2	+1	+1	-3
Recite Poem	*Uncle?*	-2	+1	+1	+1	0	+2	+4
Rude Gesture	Biker	+1	+2	-3	-2	-5	-3	-5
Sing Song	Trinket Gal	-3	-5	+3	+2	+1	+1	0
Ghost Story	Ghost	+3	+1	-5	-3	-1	+1	0

Bonus GBA Socials

Action	Highest Attribute	Grumpy	Mean	Bubbly	Happy	Normal	Crazy	Rich
Give Noogie	Playful	0	+1	-1	+1	-1	+1	-3
Adjust Hair	Neat	+1	+1	+1	+1	+1	-1	0
High Five	Outgoing	+1	+1	+1	+1	+1	+2	-2
Compliment Outfit	Nice	+1	+1	+2	+1	+1	+1	+2
Friendly Headlock	Active	-3	-5	+2	+2	+1	+3	-2

MINIGAMES

In-Game Minigames

There are several things the player can do in the game that make it worth his while to explore the town and walk from place to place:

Collecting – *very cool*
Each day, the Bulletin Board on the Chem Lab will have a collection – they will buy certain things for a set amount of money. These items are scattered around town and can be picked up. They are:

Aluminum Cans (value $1 to $5)
Old Jars ($2 to $9)
Clocktower Cogs (value $3 to $12)
Nuclear Fuel Rods (value $8 to $20 – mostly in the Steam Tunnels)
Three-Eared Mice (value $10 to $25 – only in the Steam Tunnels)

Lost Board (Scavenger Hunts) – *again, very cool*
The main bulletin board in town has a spot for lost items. Once a day, a certain item will be lost to a certain NPC. If the player finds it and gives it to the NPC, the NPC's relationship will increase by +5!

For Example: Salty Sam has lost his favorite fishing cap while drinking a brew at the biker bar. If you find it, please return to him.

Job Minigames – *need to outline and list all here, aren't we missing some?*
Lawnmowing (Mechanical)
Weightlifing (Body)
Fishing (Mechanical)
Jam Session (Creative)
Cliff Diving (Body)
Iron Pizza Chef (Cooking)
Comedy Night (Charisma)
(Where is Logic?)

In general all of these use an object in the world. I had thought we would have some use animations associated with each of these objects that would help skills and motives. This would add the Sims like component to it. Are we no longer going to be able to sue these objects to increase skills?

Careers are not as defined as they are in previous Sims games. Rather, the player is a freelancer, who is capable of performing any job minigame when he chooses.

There are 10 minigames throughout the game, 2 may open up on each level, and as the player advances, he can earn more money through them.

Minigames are all jobs, and they provide the main way to earning money in the Sims GBA. Sometimes, however, the player needs to accomplish certain tasks to unlock a minigame within a level. Those tasks may be missions, or they may be certain prerequisites (minimum Charisma, for example). These are defined in the goals.

Reporting to Work: The player merely needs to go to the spot in town to report to work – he can do this almost anytime during the day (though most businesses will be closed at some point). Working (i.e. doing a minigame) will take several hours of gametime. The player can only do one minigame of a given type per day, so he could not, for instance, mow Uncle's lawn five times in one day!

Promotions: As the player plays minigames over and over (and does well at them), he'll slowly get promoted. This amounts to a bonus in pay for completing the minigame. Whenever the player gets promoted, a special screen will announce his promotion level. Some promotions will require certain prerequisites.

"Lawnmower" (Level 1 - $80 – 2 hours)

The player must mow Uncle's lawn as neat as possible in the given time limit. The only problem is that Uncle's lawnmower is a bit old… and out of control!

The player must race the lawnmower around the screen trying to get as much of the lawn as he can. The amount of money he makes afterwards depends on how well he did.

Location: Uncle's Lawn

Promotions: Lawndude (base)
Grass Guy (+$10; Body 1, Mechanical 1)
Green Thumb (+$20; Body 2, Mechanical 2)
Lord of the Lawn (+$30; Body 3, Mechanical 3)
Master of the Mower (+$40; Body 4, Mechanical 4)

“Weightlifting Competition” (Level 2 - $150 – 2 hours)

The player must compete against another Sim in a weightlifting competition. The two Sims must lift their weights as many times as they can within the time limit.

Location: Gym

Promotions: Weightlifter (base)
Bodybuilder (+$20; Body 2)
Powerlifter (+$30; Body 5)
Ironman (+$50; Body 7)
Hulking Monstrosity (+$60; Body 9)

“Fisherman” (Level 2 - $10/fish – 3 hours)

The player needs to catch as many fish as he can within a time limit. Unlike other jobs, he earns money per fish, which he can then sell at the Fish n’ Chips Stand, or cook and eat himself.

Location: Docks

Promotions
Baitman ($10/fish – guppies)
Fisher ($12/fish – trout; Mechanical 1)
Old Salt ($15/fish -- ; Mechanical 2)
Fisher King ($18/fish – Mechanical 4)
Cappy ($20/fish – Mechanical 6)

“Jam Session” (Level 3 - $350 – 5 hours)

This is a performance minigame, along the lines of Dance-Dance-Revolution and Guitar Freaks. The player must skillfully time his d-pad moves with the music and symbols appearing on screen.

Location: Nightclub

Promotions: Drummer (base; Creative 1, Charisma 1)
Strummer (+$20; Creative 2, Charisma 2)
(+$40; Creative 4, Charisma 2)
(+$100; Creative 6, Charisma 3)
Rock Star (+$150; Creative 7, Charisma 4)

“Cliff Diving” (Level 3 - $250 – 2 hours)

The player launches himself off a cliff or diving board to impress the crowds and the judges. The player gets three dives – the goal is to do as many tricks in the air using the d-pad before diving into the water. Before each dive, the player is asked to do a specific type of dive – straight, reverse, or bellyflop.

After each dive, the player gets rated. If he beats the competition and scores well, he wins the minigame.

Location: Shore

Promotions: Cliffdiver (base; Body 2)
Daredevil (+$40; Body 3)
Plummeter (+$80; Body 4)
Stuntman (+$100; Body 5)
The Cliff Master (+$120; Body 6, Charisma 3)

“The Iron Pizza Chef” (Level 4 - $600 – 6 hours)

The player must compete against two other chefs to make a perfect, gourmet meal. First, the player is presented with the finished meal – a pizza, for example, perfectly decorated with various ingredients.

The screen will clear quickly, however, and the player must then physically place the ingredients on a plate to “clone” the shown meal within a time limit.

After the time expires, the player is rated for his pizza. As the player progresses in his career, new ingredients become available, and the game gets harder.

Location: Restaurant

Promotions: Waiter (base)
Dough Boy (+$40; Cooking 1)
Cook (+$80; Cooking 3)
Head Chef (+$120; Cooking 5, Charisma 2)
TV Cook (+$150; Cooking 8, Charisma 4)

“Comedy Night” (Level 4 - $500 – 5 hours)

The player may go to the mic at the comedy club and attempt to amuse the audience. Successful joke-telling increases his Fun and Social scores.

But joke-telling is all about timing the punchline. As the Sim goes through the motions of telling a joke, a simple bar appears at the side of the screen moving up and down, requiring the player to press the A Button at a certain

point (similar to shooting free shots in a basketball game). Success means the audience laughs hysterically. Moderate success means people giggle. Failure means the player is booed off stage.

The more jokes the player tells, the harder the game gets, but the more reward he will receive. Also, the happier the Sim is, the easier the game is (based on his motives). If he does well enough, he earns money at the end.

Promotions? Levels? What level of Charisma do you need to have an easier time for success?

NPCs

The Sims Advance allows the player to control a single Sim at a time, though if enough save space is allotted on the cartridge, the player may have multiple Sims living in the SimVillage.

Everyone else is an NPC, and is controlled by the AI.

The AI in ***The Sims Advance*** will be significantly simpler than what the PC/PS2 versions have seen. Many NPCs will only have one or two behaviors, similar to *Animal Crossing*. For example, the shopkeeper at the General Store will only talk to the player and sell/buy objects. The lifeguard at the beach will only watch the ocean (occasionally standing up, blowing his whistle, and yelling at someone!) and converse with the player's Sim.

Many of these NPCs will be on timelines. It doesn't make any sense for the lifeguard to be watching the ocean at 1am, so perhaps he's gone, asleep somewhere, or dancing in the nightclub.
Are you assuming that he disappears? Or will they actually show up at the nightclub? The problem with this is that they will need additional animations, correct? Can we do this? I would love it if we could!

The "Roommate" AI

Some NPCs, however, will be more complex. A "roommate AI" will be built for NPCs that need to directly interact with the PC, and give the illusion that the NPC is living his own life. This AI will be limited to the 10 NPC Sims eligible for roommate/lover status.

How will the Sims get Roomates? What happens when they become a roommate? Will they just go to the house on their own? Will they just leave the area they were "patrolling?"

Relationships

Despite their complexity, all NPCs will have a relationship rating with regard to the PC. Thus, it is possible to make friends (or enemies) with anybody in town.
Even the Lifeguard?again, doesn't this increase his animations, or at least the number of facial feedbacks we will need in the Social screens.

Friends & Enemies

Friends are important to the Sim's career and social life. As in previous incarnations of the Sims, friends are required for promotions, as well as maintaining a happy Social score.

The GBA version gives a little more personality to the NPCs who don't like the player's Sim. If an NPC has a negative relationship to the player for an extended period of time, some bad things might occur, depending on the personality of the NPC:

NPC List

There are three varieties of NPCs in the game.

Core NPCs are important to actual gameplay, and have specific purposes. They are not found outside certain events or situations.

Personality NPCs are the comic characters of the SimVillage. They will have specific looks and personalities. Many of them come from previous Sims games.

Shopkeepers only maintain stores.

Adding to this list are *Ambient Sim* NPCs, which "fill in" the areas, ala the people walking about in *Hot Date*. These are the Sims eligible for roommate status.

No wedding or marriage in this version, right?

What defines the LOVE BIT? What defines Friendships? What does the Love Bit Unlock? What does the Friendship bit unlock?

Core NPCs

NPC	Function
Fireman	Puts out fires
Handyman	Repairs objects
Maid	Cleans the player's house
Burglar (Van Man)	Steals objects
Robot Monkey Butler	
Robot Monkey Maid	Cleans the player's house
Grim Reaper	*Comes and claims you when you die.*

Personality NPCs

NPC	Function	Special	Special	Prime

		Personality Traits	Actions	Locations
Uncle	Tutorial guy	Normal	Farm duties	The Farm
Buff Guy	Gym	Bubbly	Walk, pump up	The Gym
Biker Dude		Mean	Sit	Biker Bar
Cowboy Bullrider		Normal	Ride bull	Country Western
Van Man (Fence)		Happy	Look sleazy	Van
Trinket Gal (Auntie Bel)		Normal	Walk, serve	Trinket Shop
Ghost		Crazy	Float, scare	Haunted shack
Daddy Bigbucks		Rich	Walk, look wealthy	Shops
Salty Sam		Crazy	Sell fish	Fish n' Chips
Fisherman		Grumpy	Fish	Docks
Detective Dan	Cop	Normal	Arrest burglar	Downtown
Stray Dog?	*Spike*	*Grumpy*	*Bites at Random, can be nice*	*Wanders all over*
Stray Cat?	*FiFi*	*Bubbly*	*Bites at Random, can be nice*	*Wanders all over*
OTHERS				
LifeGuard?				
HandyMan in clock tower.				
Hot Dog Vender?				

Shopkeepers

NPC	Shop	Personality Traits
Biker Bartender	Biker Bar	N/a
Fish n' Chips Owner	Fish n' Chips	N/a
Restaurant Cook	Restaurant	N/a
Restaurant Waitress	Restaurant	N/a
Pet Guy	Animal Shelter	N/a

Nightclub Bartender	Nightclub	N/a
Cowboy Bartender	Country Bar	N/a
Comedy Club Bartender	Comedy Club	N/a
Big Store Owner is this the general store?	Big Store	N/a

Ambient Sim NPCs

NPC	Function	Special Personality Traits	Special Actions	Prime Locations
Male #1	Resident Sim	Normal	As player	Any
Male #2	Resident Sim	Bubbly	As player	Any
Male #3	Resident Sim	Grumpy	As player	Any
Male#4	Resident Sim	Happy	As player	Any
Male#5	Resident Sim	Normal	As player	Any
Female #1	Resident Sim	Normal	As player	Any
Female #2	Resident Sim	Bubbly	As player	Any
Female #3	Resident Sim	Grumpy	As player	Any
Female#4	Resident Sim	Happy	As player	Any
Female#5	Resident Sim	Normal	As player	Any

Base Reaction

The starting relationship of each NPC depends – somewhat – on the player Sim's personality. There are 5 personality traits in the Sims GBA. Each is rated from 1-5.

Neat
Outgoing
Active
Playful
Nice

All NPCs start with Relationship 30.

This base reaction is modified as follows:
Not sure about this actually, will need you to explain it further.

Neat: -1 / point of difference between the player and the NPC

Outgoing: -1 / point of difference between the player and the NPC

Active: -1 / point of difference between the player and the NPC

Playful: -1 / point of difference between the player and the NPC

Nice: +1 / point each of the NPC and player.

Special Personality Traits

Each of the Sims are rated by a special personality trait. This helps simplify the NPC's reaction to the player on the GBA. Special Personality traits help govern NPC's reaction to the player in conversations. Grumpy NPCs, for instance, are less likely to respond well to being kissed.

Pets [TBD]

There are several pets the player can purchase and play with in the Sims Advance. Like NPCs, pets have a relationship towards the player, and will misbehave if they are not adored.

New pets unlock in each mission, though all previous pets will remain available.

A player may only own one pet at a time.

Mission	Pet	Actions	Notes
4	Dog 1 and Cat 1	Pet, Play, Feed, Stay, Follow	
5	Dog 2 and Cat 2	Pet, Play, Feed, Stay,	

		Follow	

We need some negative animations – bite, chew or pee?

Customizing Pets

Due to hardware constraints, the only customization of pets allowed is naming the pet.

However, using palette swapping, pets can come in several color variations. For example, the same dog might come in six or seven varieties, and the player can choose which color he wants.

We should add that if The Sim neglects the Friendship with your pet, that your Pet will run away after a certain amount of time. The Pet should be able to be seen walking around in the world, but they will not interest with you and they will hurt your overall friendship score.

Inventory Screen (Pockets)

The player's Sim has an inventory which can hold 8 items – this is known as his Pockets.

Pressing the START button accesses the Pockets screen. The player can select each item in his inventory and see a description.

The player also has the option to:

DROP – Place the item in the world. Only allowable in the player's current house.

DESTROY – Kills the object entirely. Useful if your inventory is full and you REALLY want to pick something up. Usually, it makes more sense to sell something.

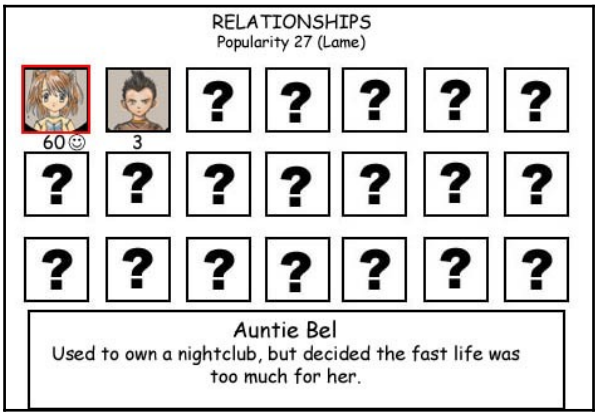
HMMM, all objects are unique in the world, does this mean that this no longer exists in the world, it will not get re-seeded or show up in the VAN?

Inventory
$300
Chair Stats : Text text text

Relationship Screen

This screen is also accessed by pressing the START button, and then L or R.

This screen shows the relationships of the player to all the NPCs in the game. It also gives a brief description of the NPC.



This screen is wholly a status screen – there is no way to manipulate it, though the player can select each NPC and see something about them.

Overall Popularity: How "popular" the player is in the town. This is an average of all of his relationships, as well as a descriptor:

0	Hated
1-10	Disliked
11-20	Lame
21-30	Sad
31-40	Average
41-50	Popular
51-60	Cool
61-70	Adored
71-80	Loved
81-90	Celebrity
100	Worshiped

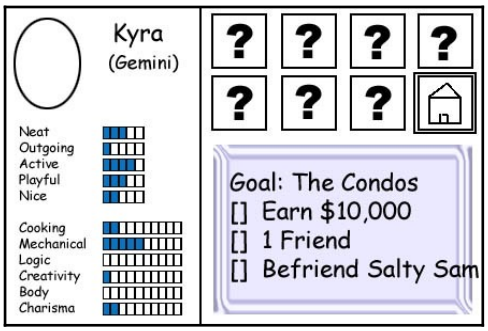
Picture – The picture of the NPC. NPCs that are considered "Friends" will have a symbol by their relationship. NPCs that are "In Love" with the player will have another type of symbol (a heart).
Relationship – (-100 to 100) The relationship of the PC to the NPC.

Bio – A brief description of the NPC's backstory.

GOALS SCREEN

This screen is also accessed by pressing the START button, and then L or R.

This screen shows the player's progress in the game, as well as his goals, and statistics.



Goals: A checklist of the goals needed to advance to the next level. Some goals may be hidden until the play "discovers" them, encouraging exploration and interaction. Each "level" in the game will have 6 main goals – each may require multiple tasks. The final goal is always to move out and move up (see below)!

> *Example: The player is walking around the town and comes across a Wanted: Fisherman sign. The goal "Fisherman Job" opens up, which requires him to befriend Salty Sam and the Fishy Fred, as well as find a fishing pole (which can be bought in the Trinket Shop).*

Skills – The Sim's skill list:

- Cooking
- Mechanical
- Logic
- Creativity
- Body
- Charisma

Personality – The Sim's personality. These determine the base reaction of NPCs to the player's Sim:

- Neat
- Outgoing
- Active
- Playful
- Nice

The Moving Goal

When the player has finished the moving goal (which usually means he will have finished all the other sub-goals), he'll be ready to Move Out.

The player is told that he may move whenever he's ready, and only the 8 objects he is carrying will move to his new house.

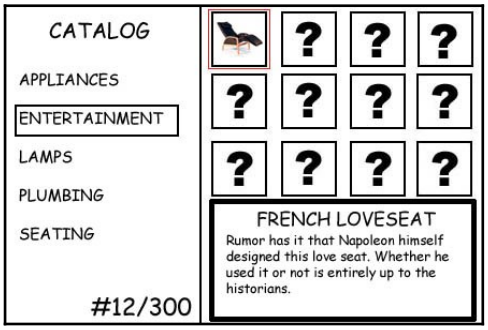
To actually Move, the player must approach either Uncle (in Mission 1) or the Van Guy (all the other missions) and ask "Help me move!" which will be a new conversation option. Once that is selected, the move is finished, and the player goes to the next set of goals. He may return to previous unfinished goals whenever he wants, however.

What will be the rule to complete a level? You can actually have unfinished Goals? Do you have to move out to get the next set of Goals? Can you move back into a smaller house to save money, we are having Bills, right?

Catalog Screen

This screen is also accessed by pressing the START button, and then L or R.

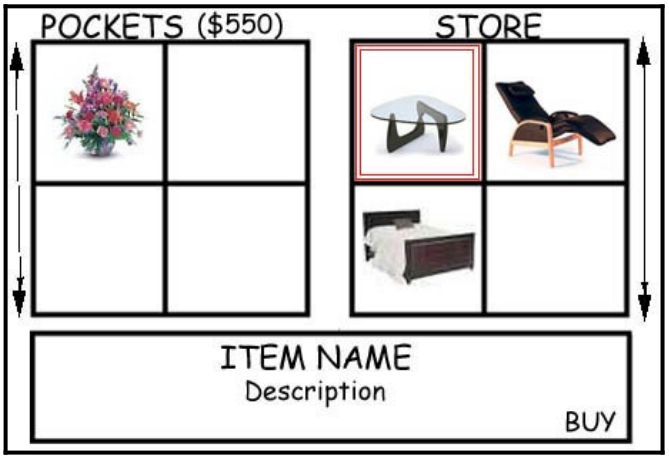
This screen shows all of the items in the game, as well as if the player has ever owned them.



Each of the items is broken into categories for easy browsing. There is also a final count of how many items the player has collected out of the game's total.

The Store

There are several stores in the Sims Advance, and they all serve a similar function.



Talking to a shopkeeper brings up the Store menu. Here the player will see both his pockets, and the items available in the store. Most stores will have anywhere from 2-8 items available in them each day:

Store	# Items	Notes
General Store	4	Common items only
Animal Shelter – not pet store	2	Includes color variations: Dog and Cat only
Big Store	4	Will have the most expensive items.
Van	2	"Hot" items, but rare and expensive
Trinket Shop	4	Mostly decorative stuff and gifts

After selecting an item, the player has the following options:

BUY – Buy the object, but only if there is room in the player's pockets, and he has the cash. This will take him to the auction interface screen.

SELL – Sell the object. A confirmation will appear.
Will the Shop always buy back an object, will there be a limit to how many objects you can sell at one time?

AUCTION BUY – This is only available during the auction, and takes the player to the auction subscreen.
Will the user only be able to auction from 6-8 or will they be able to regular store BUY as well? Maybe the store hours should be until 6 and then after 8, the auction, they close for the day.
What if no other NPCs show up? Will the Shopkeeper be auctioning his goods? Which goods will he auction?

AUCTION SELL – This is only available during the auction, and takes the player to the auction subscreen.

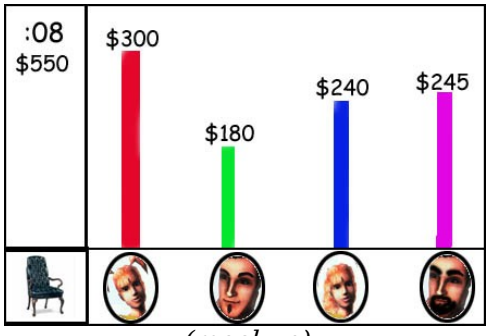
The Auction

From 4:00 to 6:00 in the world, all shops become auction houses!

Upon talking to the auctioneer (the storekeeper at the shop), the player will see a store screen where all the items are up for bid. The player may select the item, whereupon the option comes up:

AUCTION BUY/AUCTION SELL (only if he has free space in his pockets).

What follows is a real-time minigame. The timer is set to 15 seconds, and the player will compete against three other random NPCs, each of whom is rated according to wealth and aggression. Woe to the player who must try to outbid the rich millionaire, Daddy Bigbucks.
Does Daddy BigBucks always show up for the Auction?



(mockup)

Moving the D-Pad UP causes the player's bid amount to go up. Moving the D-Pad DOWN causes the amount to lower. If the player bids the most simoleons for the object, he wins, and it goes into his pockets.

The Auction House will also buy the player's objects (AUCTION SELL), so the player can free up room in his pockets to buy a particularly rare item.

We need to create a reason to Auction vs. sell off during regular business hours. For example, if the shop keeper already has 3 green chairs, maybe he will not want another one, can he refuse to buy the chair from you and then the only way you can get rid of it is to either sell to VAN GUY or get someone to take it at the Auction? If Daddy BigBucks is always there, will he always bid to buy things? Will there be limits to how much Daddy BigBucks and the Store owner can buy and own?

Object List

The Sims Advance has ~50 base item types, plus ~3 mimics of each.

All items are labeled by rarity:

Common – Available often.
Rare – Available far less often.
NPC Items – These items are only received when the player makes friends with a specific NPC.
Unique – An item available only to certain players (via their Sign, or through the Gamecube link)

[See separate document]

I have a question about some of the objects that we will populate in the Gym that are for skill building. Will we ever let Sims take these home? IF so, which ones will stay in certain places and which will be available for special places and home.

GBA Link

The Sims Advance allows players to link up GBAs via the GBA Link Cable.

Trading
Upon linking, the two players may trade items between their Sims, or give items to the other Sim. This is handled similarly to the Store interface.

Only items in each Sim's Pockets may be traded. Items in the house are not available for trade.

Gamecube Link

The Sims Advance allows players to transfer their Sim to the Gamecube, and back again.

Unlockables
Upon linking, the player is immediately awarded with 1-3 exclusive items in each version. [TBD]

Sim Transfer
The player also has the ability to transfer his Sim back and forth from each version. This transfers his personality, motives, and Simoleons from one version to the other. His appearance will be maintained as best as possible during the transfer. Items in his pockets, however, will not be transferred.

I would like to limit this to GBA character to GC. I think that the GC Sims to GBA is going to be too hard to pull off. We really need to nail the look of our Sims with what we are going to have in our create a SIM, in MAY, we have to have the options that the GC have for clothes to make this work.